

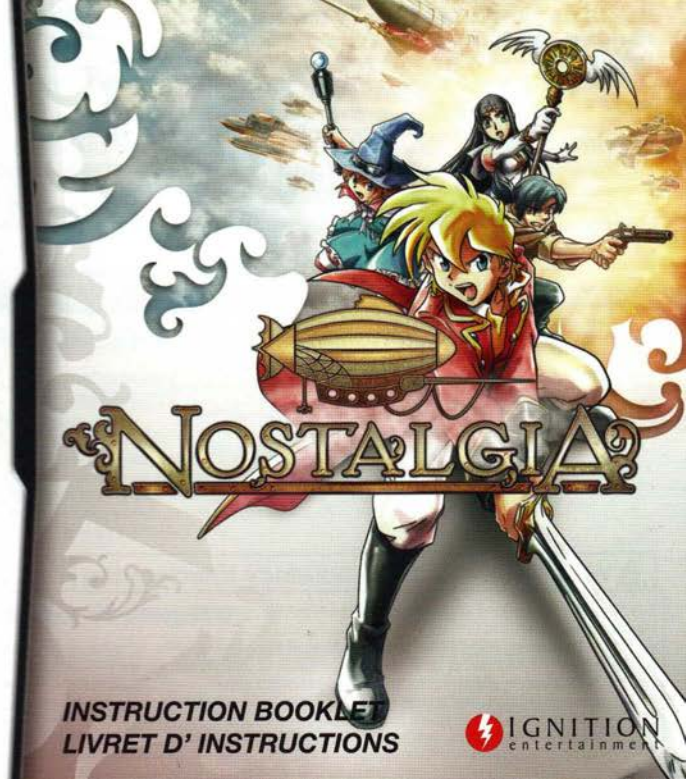
 **IGNITION**
entertainment

Ignition Entertainment Ltd. USA
500 N. Central Ave., Suite 930


EmuMovies

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NINTENDO  DS™



INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

 **IGNITION**
entertainment

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



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CONTENTS

PROLOGUE	4
CHARACTER INTRODUCTION	6
CONTROLS	8
STARTING AND ENDING THE GAME	10
MOVING IN TOWNS AND IN DUNGEONS	12
SHOPS	14
AIRSHIP DOCK AND CUSTOMIZATION	17
MOVING ON THE WORLD MAP IN THE AIRSHIP	19
USING THE MENU SCREEN	22
TWO TYPES OF BATTLES	27

PROLOGUE

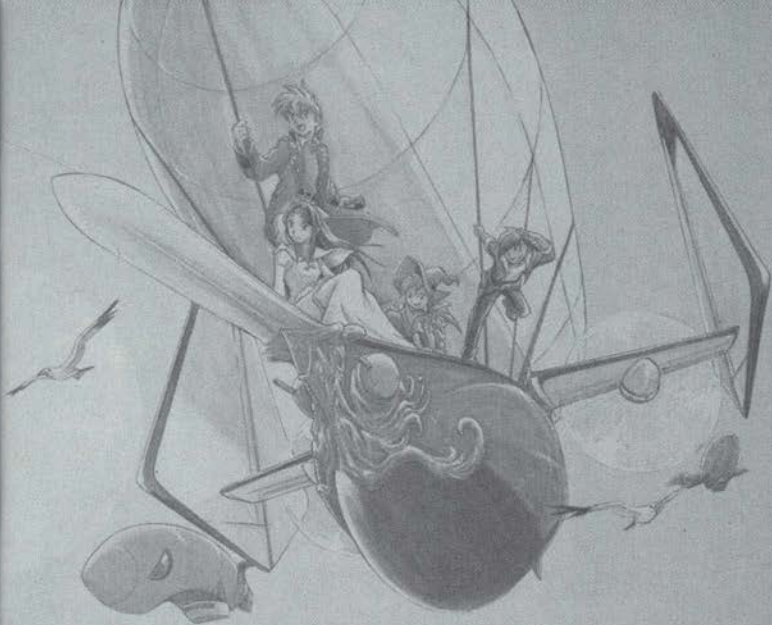
It is the age of the Airship.

At the end of the 19th century, in a place much like our own, the bold and courageous loaded their dreams upon these flying machines and ventured out into the skies above.

One such adventurer was known around the world for his audacity and daring. The legendary Gilbert Brown was the most famous explorer in all of England. However, tempting fate one too many times, he crossed paths with a mysterious organization and was never seen again.

Sometime later Eddie, Gilbert's son, boards the one thing his father left behind: his airship, the Maverick.

Leaving the only place he's ever known, Eddie departs London in search of his missing father and perhaps an adventure of his own...



CHARACTER INTRODUCTION

EDDIE

Eddie's father is none other than the most famous adventurer in all of England, Gilbert Brown. From a young age, he was taught the way of the sword and the spirit of the knight, making him a master of the blade.

With a pure heart and a just mind, he too decides to become an adventurer of his own will in order to search for his missing father.

PAD

Pad lives in the East End of London. Separated from his parents as a baby, he knows nothing of his own family. He is considered a leader by the children of the slums, and has a very caring personality.

Since he has lived alone for as long as he can remember, he has a bit of a cold, distant personality. Consequently, he is rather negative when it comes to the topic of dreams or adventures.



MELODY

A girl born of a now nearly extinct race of wizards. Because Melody was raised in the wizard's village all her life, she has no friends her own age.

She has all the qualities of an outstanding wizard but is stubborn, unyielding, and sometimes rather selfish.

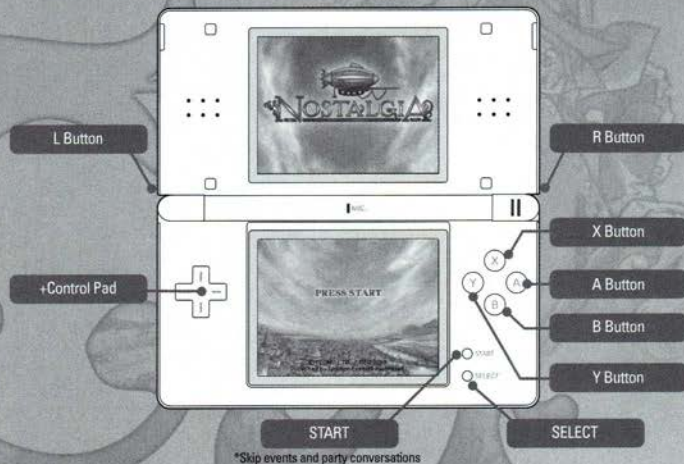
FIONA

A girl who is the target of a mysterious secret cabal. She has no memory of her past, and as such does not even know why the Cabal is after her.

She is quiet and reserved, but she is also strong-willed and never changes her mind once it is made up. She has the ability to harness the mysterious power of miracles.



CONTROLS



Close your Nintendo DS system to activate Sleep Mode, which will reduce battery consumption. Sleep Mode turns off when you open the Nintendo DS system.

IN TOWNS / DUNGEONS

+Control Pad	Move character	Y Button	Party Conversation
A Button	Talk/Inspect/Confirm	SELECT	Switch Maps
B Button	Cancel	SELECT and +Control Pad	Scroll through the navigation map
Hold B and +Control Pad	Run *Can be changed in the Options menu	Touch Screen	Scroll through the navigation map
X Button	Open the Main Menu		

FIELD

+Control Pad	Left - Turn Left Right - Turn Right	L Button	Move down one altitude level
A Button	Land/Confirm	R Button	Move up one altitude level
B Button	Move Forward	SELECT	Switch Maps
X Button	Open the Main Menu	SELECT and +Control Pad	Scroll through the navigation map
Y Button	Party Conversation	Touch Screen	Scroll through the navigation map

MAIN MENU

+Control Pad	Move the cursor	Y Button	Cycle through descriptions
A Button	Confirm	L Button	Switch characters
B Button	Cancel	R Button	Switch characters
X Button	On the Equip Screen: Change to the best equipment		

BATTLE

+Control Pad	Move the cursor	B Button	Cancel
A Button	Confirm		



STARTING AND ENDING THE GAME

Make sure your Nintendo DS system is turned off, then insert the "Nostalgia" Game Card into the DS Game Card slot until it clicks into place.

1. Turn on your Nintendo DS system, and the screen on the right will appear. Once you have read this screen, press the A Button or tap the Touch Screen to proceed.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH
AND SAFETY PRECAUTIONS BOOKLET
FOR IMPORTANT INFORMATION
ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/

Touch the Touch Screen to continue. **Lower**

2. On the DS Menu Screen, tap the "Nostalgia" panel or press the A Button to start the game.

*If you have your Nintendo DS start-up mode set to Auto Mode, you can skip this step. See the Nintendo DS Instruction Booklet for more information.



START THE GAME

When the title screen appears, press START and use the +Control Pad to highlight an item on the menu. Press the A Button to select that menu item.

NEW GAME

Start a new game from the beginning of the story.

LOAD GAME

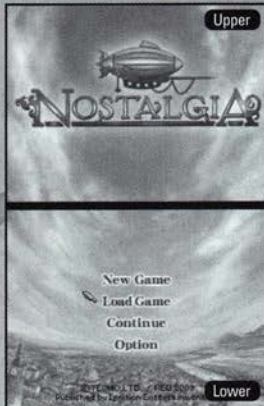
Resume a previously saved game. Select the saved game data you want to play from either Slot 1 or Slot 2.

CONTINUE

Resume the game from a quick save DATA.

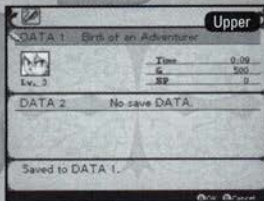
OPTION

Configure various game settings. (P. 26)



QUIT THE GAME

When you are finished playing the game, be sure to save your progress before turning the power off. Game data can be saved in one of two ways: "Save" or "Quick save." (P. 26)



MOVING IN TOWNS AND DUNGEONS

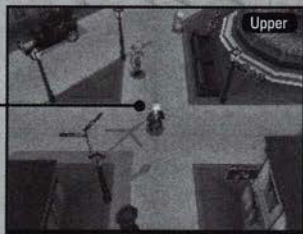
In towns or in dungeons you can move your character, collect information, visit shops, and investigate the area to progress through the story.

VIEWING THE SCREEN

In towns or in dungeons you can use the +Control Pad to make your character walk. You can run by holding down the B Button while moving.

*If you have selected "Walk" for the "B Button Settings" in the "Options" menu, your character will run by default.

CHARACTER

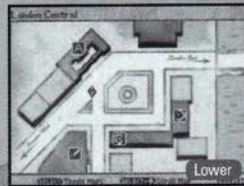


NAVIGATION MAP



NAVIGATION MAP

A map displaying your character's current location will be displayed on the bottom screen.



If the map is too large to fit on the screen in its entirety, you can use the +Control Pad while holding SELECT or slide the Touch Screen to scroll through the map.

	Weapon Shop		Armor Shop		Item Shop		Inn
	Bar		Airship Dock		Adventurers Association		Save Point (Dungeons Only)

TALK

You can talk to the person in front of you by pressing the A Button. This is a great way to gather important information, so try and talk to everyone you can.

INSPECT

Press the A Button to inspect treasure chests or any suspicious looking areas. Doing so will allow you to pick up items or activate various objects.



When you are standing next to an object that can be inspected, the message "A - Inspect" will be displayed.



SHOPS

You will find shops and other facilities that can be used to assist your adventure. Whenever you visit a town, be sure to use these to your advantage.

WEAPON SHOP/ARMOR SHOP/ITEM SHOP

You can buy and sell items here. Talk to the shop owner and select either "BUY" or "SELL" from the shop menu.

SHOP MENU (BUY, SELL, and a return button)

ITEM LIST

Name	No.	G
Claymore	1 (6)	200
Handgun	1 (1)	200

ITEM DESCRIPTION (AP 10)

CURRENT GOLD (5000)

NO. (AMOUNT OWNED)

ITEM PRICE

Select the item you want to buy or sell from the list. Next choose how many of that item you want to buy or sell using the +Control Pad up or down, and press the A Button.

You can increase this number in increments of 10 by pressing the +Control Pad left or right.

The number inside the parenthesis is how many of that item you currently have in your inventory.

If the selected item can be equipped by one of your characters, that character's window will be highlighted and the changes to that character's stats should that item be equipped will be shown.

Upper

Lower

INN

Staying at an inn will completely recover your characters' HP and MP and will remove all negative status effects.

ADVENTURERS ASSOCIATION

Here you can accept missions known as "quests" or cancel quests that you have already accepted. Quests are not related to the progression of the main story, and you will receive a reward based on the details of the particular quest you complete. You can also have gadgets appraised at the Adventurers Association.



ADVENTURERS ASSOCIATION MENU

You can report, accept, check, and cancel quests from this menu. If you want to take on a new quest, select "Accept Quest" and advance to the Quest Menu. If you have completed a quest and want to turn it in, select "Report Quest."

MENU (Report Quest, Accept Quest, Confirm Current Quest, Cancel Quest)

CURRENT ADVENTURE RANK

Report completed quests.

CURRENT QUEST

Current Adventurer Rank: [P]

Current Adventurer Point: 0ADP

Next Adventurer Rank: 100ADP

Current Quest

Operation Wipe Out Rats Rank: [P]

ADP: 20ADP

Reward: 2000G

Destination: Sewers

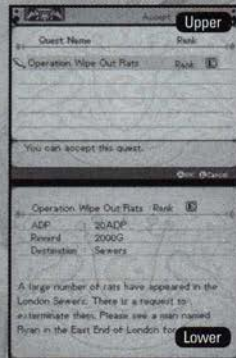
Upper

Lower

*You may only accept one quest at a time. Even if you have completed your current quest, you may not accept another quest until you have reported the one you have completed.

QUEST MENU

You can accept a variety of different quests from this menu. Each quest is assigned a rank. You cannot accept any quest that has a rank higher than your current rank. Your rank will increase as you complete quests and earn Adventurer Points, further unlocking more quests.

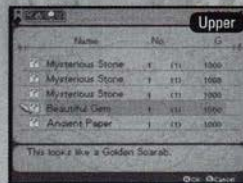


AVAILABLE QUESTS

QUEST DETAILS

GADGET APPRAISAL

The Adventurers Association has its own "Gadget Appraiser." If you show this person any "Old Clock" you have found during your adventure, they will appraise it for you and tell you what kind of gadget it is.



WHAT ARE GADGETS?

Gadgets are mysterious items that, when equipped, provide a number of different effects during battle. Each character may equip up to two gadgets at once.

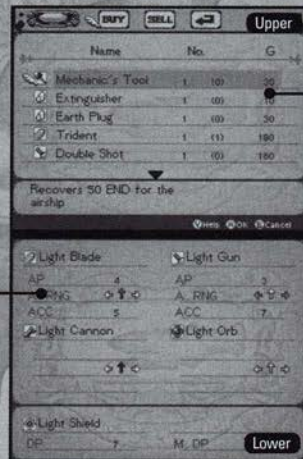


AIRSHIP DOCK AND CUSTOMIZATION

The airship dock is where you will land and take off from in the Maverick. In big cities like London, the dock can be found by the entrance to the city. You can buy parts and customize/repair your airship here.

PARTS SHOP

You can buy parts and repair items for the Maverick. You can upgrade the Maverick by equipping it with stronger parts.



PARTS TO SELL

EQUIPPED PARTS

CUSTOMIZER

You can view and change the parts currently equipped to the Maverick. When you select an equippable part, the bottom screen will show how that part will affect the Maverick's abilities should it be equipped.

CURRENT EQUIPMENT



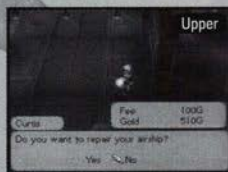
ABILITIES OF THE CURRENTLY SELECTED PART

EQUIPPABLE PARTS

Blade	A large, sword-shaped weapon attached to the bow of the airship. This type of weapon is used by Eddie.
Gun	A machine gun attached to both sides of the bow of the airship. This type of weapon is used by Pad.
Cannon	A cannon installed on the deck of the airship. This type of weapon is used by Melody.
Orb	Originally created as an item to repel magic, but Fiora can use them as a weapon.
Shield	Armor that is attached to the sides of the Maverick. Increases the airship's Defense Power.

REPAIRING THE AIRSHIP

You can restore the Maverick's Endurance by paying the fee for its repairs.



MOVING ON THE WORLD MAP IN THE AIRSHIP

Using the Maverick, you can visit the various towns and dungeons that can be found around the world map. Flying in an airship offers a completely different mode of travel from that in towns and in dungeons, and is a unique experience all its own.

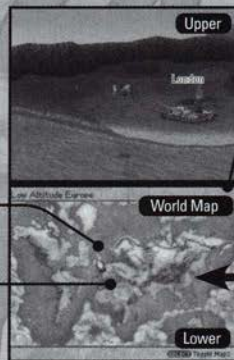
WORLD MAP MOVEMENT SCREEN

You can turn the airship by pressing left or right on the +Control Pad, and go forward by pressing the B Button. When you want to land in a town or dungeon, press the A Button over the spot you want to land on.

CURRENT LOCATION

DESTINATION

Next destination is indicated by a red circle.



MAP

The scale of the map can be changed by pressing SELECT. On the Local Map, only areas around places you have already visited will be displayed.

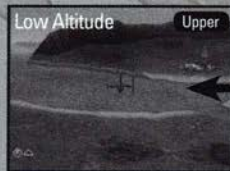


CHANGING ALTITUDES

As you progress along in your adventure, the Maverick will be able to change its altitude in flight.

Press the R Button to fly up to a higher altitude, or press the L Button to move down to a lower altitude.

By flying at a higher altitude you will be able to pass over tall mountains and other obstacles that were previously blocking your path.



WEATHER

Different regions of the world have different weather. Some types of weather may affect airship battles and the areas in which you can fly.

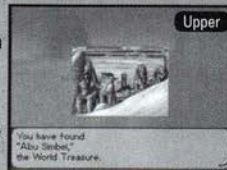


Rain	Lowers Attack Power of guns and cannons.	Thunderstorm	Lowers all weapons' Accuracy and all weapons other than orbs' Attack Power.
Snow	Lowers Attack Power of blades.	Sandstorm	Lowers the Accuracy of all weapons.
Cloud	The area cannot be passed through.	Tornado	The area cannot be passed through, but this type of weather may disappear as you progress through your adventure.

WORLD TREASURE

During your adventure, Evans will ask you to find ruins known as 'World Treasures.' You can find World Treasures when flying in your airship.

Gather clues from Evans and the people you meet around the world to find where treasure lies. When you reach such a point, it will automatically be discovered as a World Treasure location. When you discover new World Treasures and report them back to Evans, he will give you a reward based on how many World Treasures you have found thus far.



[ADVENTURING TIP] TRADE?

Whenever you visit a new town, trading vessels will begin traveling between London and that town.

Through such trade London's weapon, armor, item, and parts shops will all gain access to new items. As you progress through your adventure, don't forget to check back with London's shops often to see if they have picked up any new items.

[ADVENTURING TIP] TALK TO THE KOROLS!

When you are in a dungeon, you may run across Korols. If you speak to a Korol they may give you a hint related to your adventure, restore your HP, or help you in some other way. So, whenever you spot one don't be afraid to speak to them.





USING THE MENU SCREEN

When moving you can press the X Button to open the Menu Screen. On this screen you can check the status of your characters and perform various tasks to prepare for your adventure.

ITEMS

Allows you to use and see items in your inventory.



USING CONSUMABLE ITEMS

Select the item you want to use from the consumable items list and press the A Button to use. Depending on the item used, you may then be asked which character you want to use that item on.

SKILL

VIEWING/USING SKILLS

Here you can view and use any skills that you have learned. Select the character whose skills you want to use, then select any skill shown in black. Press the A Button to consume that character's MP and use the skill you have selected. Depending on the skill used, you may then be asked which character you want to use that skill on.



ADVANCE/ACQUIRE SKILLS

You can advance a selected skill by expending the SP (Skill Points) you have earned by winning battles. You can learn new skills by leveling up your character or by advancing a certain skill or skills. Be sure to look at the skill chart carefully before spending your SP.

CURRENTLY LEARNED SKILLS



SP REQUIRED TO LEVEL UP

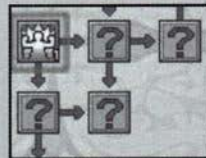
CURRENT SP

SKILL CHART

The skill chart for party battle skills and the skill chart for airship battle skills are shown on separate screens.



The lower right value represents that skill's current level.



After you have advanced a skill above a certain level, the "?" will open and a new skill can be acquired.

Skills that are pointed to by arrows from multiple skills cannot be unlocked until all of those skills are leveled up to a certain level.

EQUIPMENT

On this screen you can view and/or change the weapons, armor, and gadgets you currently have equipped. When you select an item, the bottom screen will show how equipping that particular item would affect your character's stats.

CURRENT EQUIPMENT

EQUIPPABLE ITEM

STATS WHEN USING CURRENT EQUIPMENT

WILL CHANGE IF THE SELECTED ITEM IS EQUIPPED

STATUS

This screen allows you to view the stats and equipment for each of your characters.

You can also use the L and R Buttons to rotate the character.

Upper

Lower

Strength (STR)	Affects Attack Power (AP).	Attack Power (AP)	Affects the amount of damage dealt by attacks.
Stamina (STM)	Affects Defense Power (DP).	Defense Power (DP)	Affects the amount of damage taken from enemies.
Spirit (SPI)	Affects Magic Attack (M. AP) and Magic Defense (M. DP).	Magic Attack (M. AP)	Affects the effects of skills.
Agility (AGI)	Affects turn order, Accuracy (ACC), and Evasion (EVA) in battle.	Magic Defense (M. DP)	Affects the amount of damage taken from enemy skills.
Luck (LCK)	Affects your luck in battle.	Accuracy (ACC)	Affects the accuracy of your attacks.
		Evasion (EVA)	The chance you have to dodge enemy attacks.

ADVENTURERS NOTEBOOK

The Adventurers Notebook is an item that can only be held by an adventurer. As you proceed through your adventure, various data will be recorded. You might just discover something new.

Quest	Allows you to view the details of quests you have accepted and already completed.
World Treasure	Allows you to view the details of any World Treasure that you have discovered.
Diary	Allows you to view the story up to this point.
Character Data	Allows you to view the details of characters that you have met.
Monster Data	Allows you to view the details of enemy monsters that you have fought against.
Map	Allows you to view the details of locations that you have visited.
Treasure	Allows you to view the percentage of treasure chests you have found in locations that you have visited.
Item Data	Allows you to view the details of items that you have found.
Game Data	Allows you to view your Quest Log.

Upper

Lower

INFORMATION SCREEN

When viewing "World Treasures," "Characters," or "Monsters," press the A Button to see an image of the item.

OPTION

This screen allows you to configure various game settings.

BGM

Allows you to change the BGM volume.

MESSAGE DISPLAY

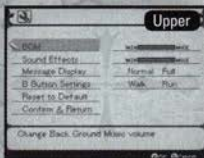
Allows you to change the way messages are displayed.

SOUND EFFECTS

Allows you to change the sound effects volume.

B BUTTON SETTINGS

Allows you to choose between "Walk" or "Run" for the action taken when the B Button is pressed.



SAVE

Saves your Quest Log. Select the slot to save the data to. You may only save your game in towns or the world map, or at save points in dungeons.



A save point in a dungeon



QUICK SAVE

Temporarily saves the progress of your adventure, allowing you to end your current game session. To resume a quick save game, select "Continue" from the title menu. Quick save DATA will be erased once that game is loaded.

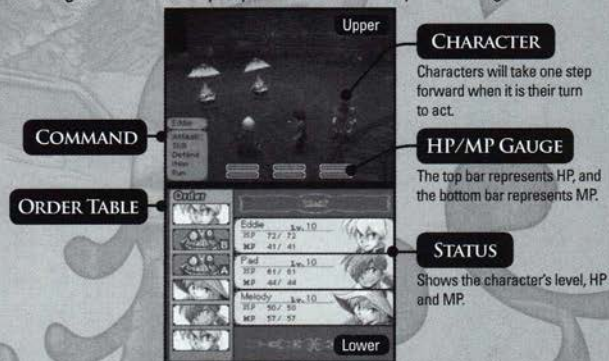


TWO TYPES OF BATTLES

A battle will begin when you encounter an enemy. There are two types of battles: "party battles" which occur in dungeons, and "airship battles" which appear when on the world map. Both of these battle types have their own distinct characteristics.

PARTY BATTLE

Whenever you encounter an enemy while moving in a dungeon, a "party battle" will ensue. In a party battle, Eddie and his party members take up arms and fight. Select commands and give orders to the party to defeat the enemy and emerge victorious.



When selecting commands during battle enemies will be shown in the upper left, while your party members will be shown in the lower right.

Whenever a command is executed a screen showing the rendition of that action will be displayed.

COMMAND

Whenever a character reaches their turn to act, a list of commands will be displayed. Be aware of the order in which your characters and the enemies you are facing will act as well as the current state of the battle when making your decision as to which command to execute.

ATTACK

Attacks the enemy with the character's currently equipped weapon. You must select which enemy to attack.

DEFEND

Enters a defensive stance which halves the amount of damage taken from enemy attacks until the next command is entered.

RUN

Runs away from the battle. However, sometimes you may not be able to escape, leaving you vulnerable to enemy attacks.

SKILL

Select a skill that can be used in a party battle from the list of skills your character knows and then select who to use that skill on.

ITEM

Uses an item in your inventory. Select an item from the list and then select who to use that item on.

ORDER TABLE

This shows the order in which each character will act. The order goes from top to bottom.

You can see how a particular command will affect the order of action by checking this table when you have that command selected.

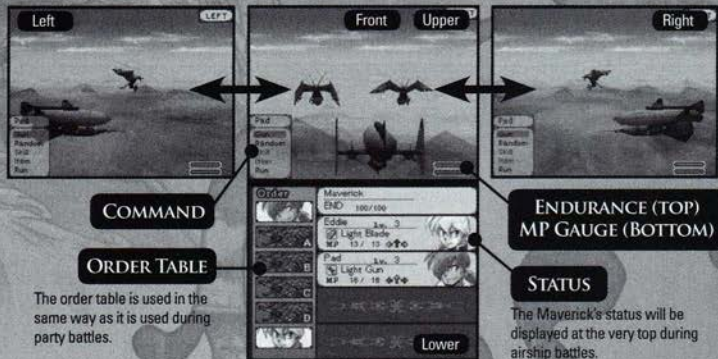
*If you are facing a large number of enemies, the order for all characters may not be shown at one time.



Order	Character	HP	MP	SP
1	Eddie	72 / 72	41 / 41	10
2	Pad	61 / 61	44 / 44	10
3	Melody	50 / 50	37 / 37	10

AIRSHIP BATTLES

When you encounter an enemy when travelling in an airship, an "airship battle" will ensue. In this type of battle you will use the Maverick's weaponry to fight. Enemies will attack you from all sides. Take into account the position of enemies and the characteristics of the weapons you have at your disposal when selecting commands.



The order table is used in the same way as it is used during party battles.

When selecting commands during battle, enemies will be shown in the upper left, while the Maverick will be shown in the lower right. Whenever a command is executed a screen showing the rendition of that action will be displayed. If an enemy appeared on any side other than the front, you can press left and right on the +Control Pad to view enemies to the left and right of you.

COMMAND

In airship battles, each character will fight by taking control of the weapon equipped to the part of the Maverick they are in charge of. Unlike in a party battle, the type of commands available is different depending on the character. Different weapons have different ranges of attack, so always consider your enemies' positions when deciding which weapon to use.

EDDIE

BLADE

Attacks a single enemy with the blade equipped to the bow of the airship.

PAD

GUN

Attacks a single enemy with the guns equipped to both sides at the bow of the airship.

MELODY

CANNON

Attacks a single enemy with the equipped cannon.

FIONA

ORB

Attacks a single enemy with the power of light emitted from the equipped orb.

ASSAULT

Attacks a single enemy with a powerful charging attack, at the cost of some damage to the airship.

RANDOM

Attacks a single group of enemies. The damage dealt to each single enemy is less than that dealt using the Gun attack.

TARGET

Increases the Accuracy of the cannon. This effect will diminish after some time.

CHARGE

Increases the Attack Power of the orb. This effect will diminish after some time.



COMMON COMMANDS

SKILL

Uses a learned skill. Select any skill from the list and then select who to use that skill on.

RUN

Runs away from the battle. However, sometimes you may not be able to escape, leaving you vulnerable to enemy attacks.

ITEM

Uses an item in your inventory. Select an item from the list and then select who to use that item on.



ENEMY POSITIONS AND THE ATTACK RANGE OF PARTS

Some weapons have a range in which their Attack Power is very high. Consider the positioning of enemies and the effective Attack Range of the parts controlled by each character when fighting.

Sometimes enemies may change their position during battle. Always stay aware of enemy positions to gain the edge in battle.



Extremely powerful against enemies directly in front.



Powerful against enemies to the left or right.



NEGATIVE STATUS EFFECTS

Sometimes during battle if you are hit by an enemy's special attack you may incur one of the negative status effects listed below. These effects can cause many problems in battle, so you will want to get rid of them as soon as possible. These can be removed by winning in battle, using certain items, or staying at an inn.

During party battles During airship battles

Blind	Temporarily clouds your vision, lowering your Accuracy and Evasion.	Noneffective	Your HP has reached 0. At this point you cannot perform any actions. You will remain in this state even after the battle is over.
Paralysis	Temporarily paralyzes your body, making you unable to perform any actions.	Fire	A fire breaks out, causing damage over time.
Confuse	Causes you to automatically attack friend or foe at random for a short period of time.	Elec. Shock	The fuselage shorts out, causing you occasionally to be unable to act.
Poison	Poison runs through your body, causing damage over time. Poison will continue even after the battle is over.	Blade Disabled	Eddie is temporarily unable to act.
Curse	You are cursed such that half of any damage dealt to an enemy is in turn dealt back to you.	Gun Disabled	Pad is temporarily unable to act.
Petrify	You turn to stone, unable to perform any actions. You will remain in this state even after the battle is over	Cannon Disable	Melody is temporarily unable to act.

GAME OVER

If all party members are inflicted with the "Noneffective" or "Petrify" state, or if the Maverick becomes "Noneffective," it is game over.

If this occurs you will be returned to the title screen and you will have to start over from your last saved game, so be careful and save often!



RESULTS SCREEN

When you win a battle the "Results Screen" will be displayed and you can see the XP, Skill Points, Gold, and items you gained. The points you receive from battle will be increased if you earn a high rank. Your rank is determined by how well you performed in battle.

Upper

EXPERIENCE POINTS (XP)

SKILL POINTS (SP)

GOLD (G)

RANK
Your performance in battle. "S" is the highest rank possible, followed by "A" to "C."

ITEMS OBTAINED


LEVELING UP
If you leveled up from the battle, you can view how your character's stats have changed on the bottom screen.

Lower

RANK BONUS

If you continue to win in battle with a high rank, you will receive additional points called a "Rank Bonus." The higher this number, the better chance you will have of obtaining rare items from monsters. You can view your current Rank Bonus from the Main Menu.





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